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First Things First

Using this Manual

This manual describes the new features and enhancements in *Civilization® III: Play the World™*. It is not meant to teach you how to play *Civilization® III*. The manual assumes that you are familiar with the basic gameplay and concepts of *Civilization III*.

If you are new to *Civilization III*, we recommend that you consult the *Civilization III* game manual for complete gameplay instructions and a step-by-step walkthrough of the basic game concepts.

System Requirements

Operating System: Windows® 98/Me/2000/XP
Processor: Pentium® II 400 MHz
Memory: 64 MB RAM (128 MB recommended)
Hard Disk Space: 400 MB free (in addition to the 600 MB required by *Civilization III*)
CD-ROM Drive: 4X speed or Faster
Video: Windows® 98/Me/2000/XP-compatible video card*
Sound: Windows® 98/Me/2000/XP-compatible sound card*
DirectX®: DirectX® version 8.1 (included) or higher
LAN or Internet connection required for some multiplayer modes
Microphone required for voice chat

*Indicates a device that is compatible with DirectX® version 8.1 or higher.

Installation

1. Start Windows® 98/Me/2000/XP.
2. Insert the *Civilization® III: Play the World™* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, an Install screen will appear. Click on the Install button. If AutoPlay is not enabled, double-click on the My Computer icon on your Windows® desktop. Then, double-click on your CD-ROM drive icon. If the Install screen still does not appear, double-click on the “setup.exe” file in the *Civilization III: Play the World* CD-ROM to begin installation.
4. Follow the on-screen instructions to finish installing *Civilization III: Play the World*.
5. When installation is complete, double-click on the *Civilization III: Play the World* game icon to start the game.

Note: In order to play the expansion, *Civilization III* must be installed on your computer and the *Civilization III: Play the World* disc must be in your CD-ROM drive.

Installing DirectX®

Civilization III: Play the World requires DirectX® 8.1 or higher in order to run. If you do not have DirectX® 8.1 or higher installed on your computer, click “Yes” when prompted to install it.

Saving and Loading

Saving and loading a single-player game in *Civilization III: Play the World* is identical to saving and loading a game in *Civilization III*. See page 21 of the *Civilization III* manual for more details.

Saving a multiplayer game is identical to saving a game in single-player game.

To load a multiplayer game, you must first host a game (see page 31 of this manual), and then choose Load Game from the Game Mode drop-down menu. **Note:** If you load a multiplayer game from the Main Menu or from within a single-player game, it will load and play as a single-player game.

Welcome to CIVILIZATION® III: PLAY THE WORLD™

This incredibly addictive expansion to the greatest strategy game of all time adds new tribes, units, city improvements and wonders of the world, and — best of all — multiplayer capabilities! Five multiplayer game variations — including an exciting new Turnless mode — will let you really play the world!

What’s New

Play the World adds the following exciting new features to *Civilization III*:

- Multiplayer! Challenge your friends in Internet, local area network (LAN), Hot Seat, and Play by E-Mail games.
- Simultaneous Movement and “Turnless” game types for fast multiplayer action.
- Voice chat! Talk to your opponents while you play.
- New scenarios for both single-player and multiplayer games.
- Eight new tribes. Play as (or match wits against) the Arabs, Carthaginians, Celts, Koreans, Mongols, Ottomans, Spanish, and Scandanavians.
- New victory conditions, including Regicide and Elimination.
- New city improvements including Civil Defense, Commercial Docks, and Stock Exchange.
- A new Wonder of the World — The Internet.
- New units, including a unique unit for every new tribe.

How to Play CIVILIZATION III: PLAY THE WORLD

- Make sure that the *Civilization III: Play the World* disc (not your original *Civilization III* disc) is in your CD-ROM drive.

Most of the setup options in *Play the World* are the same as those in *Civilization III*. The following sections describe the differences between the original menus and those in the expansion.

Main Menu

Preferences

The new Preferences screen has been reorganized so that the options are easier to find. All of the options remain the same as those in *Civilization III*, with the following exceptions:

- **Show Advanced Unit Action Buttons:** You can now activate many of the unit actions available only through keyboard commands in *Civilization III* using on-screen Unit Action buttons. Select this option to display these advanced Unit Action buttons. (See “Mouse Controls for Advanced Unit Actions” on page 15 for details.)
- **Audio Preferences:** Audio Preferences, which were located on a separate screen in *Civilization III*, are now incorporated into the main Preferences screen.
- **Map Scroll Speed:** Select the speed at which the map scrolls (Fast, Normal or Slow).

Multiplayer

This option allows you to host or join a multiplayer game. See page 29 for complete information on joining and setting up multiplayer games.

Choose Your World

Barbarians

You now have the option to play the game without the interference of those pesky Barbarians. To turn the Barbarians off but leave goody huts, click on the Sedentary option. To turn off Barbarians and the goody huts, click on the No Barbarians option.

Player Setup

The Your Civilization section of the Player Setup screen contains eight new tribes. See “New Tribes” on page 18 for more information.

The Rules section of the Player Setup screen includes a number of new options:



Culturally Linked Start Locations

When this option is checked, all civilizations start the game grouped on the map according to their culture groups — American, Asian, European, Mediterranean, and Mideast. In other words, all American civilizations start the game close to one another, all of the Asian civilizations start the game close to one another, and so on.

Respawn AI Players

When this option is checked, computer-controlled civilizations that are eliminated early in the game are “reborn” as new civilizations. If you don’t want AI civilizations to reappear after you defeat them, un-check this option.

Preserve Random Seed

When this option is checked, the state of the current game’s random number generator is locked when you save a game, so that saving and loading have no effect on random events in the game.

Here’s an example. Right after you save your game, one of your units is attacked and destroyed by an enemy unit. You can reload your last save and allow the combat to occur again. If the Preserve

Random Seed option is not checked, a new random number is generated when the game is reloaded, and the results of the combat might be different. If the Preserve Random Seed option is checked, the result of the combat is always the same because the original random number that governed the combat is preserved in each save.

Accelerated Production

When this option is checked, the number of food, shields, and commerce generated by cities each turn is doubled. Accelerated production speeds up the game by increasing the rate of population growth and scientific research and decreasing production time.

Elimination

This is a new victory condition. (See “New Victory Conditions” on page 26.)

Regicide

This is a new victory condition. (See “New Victory Conditions” on page 26.)

Mass Regicide

This is a new victory condition. (See “New Victory Conditions” on page 26.)

Victory Point Locations

This option allows you to score points by capturing and occupying designated Victory Locations. (See “New Victory Conditions” on page 26.)

Capture the Princess

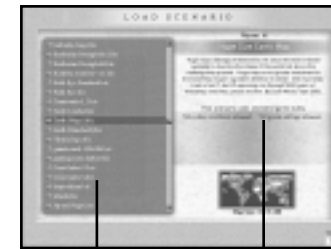
This option enables a new capture-the-flag game mode. (See “New Victory Conditions” on page 26.)

Allow Cultural Conversions

When enabled, culturally weak cities adjacent to culturally strong ones might defect and join their culturally superior neighbor. Default is ON.

Previewing and Loading Scenarios

Click on Load Scenario in the Main Menu to access, preview, and manage *Civilization III* scenarios. The Load Scenario screen is divided into two regions:



Scenario Files Scenario Preview

- **Scenario Files:** This scrolling menu lists all of the scenario files that are currently stored in your *Civilization III* and *Civilization III: Play the World* Scenario folders.
- **Scenario Preview:** This section shows the title and description of the selected scenario; the scenario version icon (whether it was created with *Civilization III* or *Civilization III: Play the World*); the number of players allowed; the Victory Conditions; and a notification of whether there are custom rules in effect. If the scenario uses a custom map, a preview image of the map is displayed.

To preview a scenario, click on the scenario name in the Scenario Files menu. To load a scenario, click on the scenario name and then click OK.

Hall of Fame

The Hall of Fame Screen has changed slightly. The civilization-specific sorting controls that were located around the outside of the screen are now available from text buttons at the top of the screen. In addition, you can now sort the scores by the column subject heading.

To re-sort the scores, click any column header. The scores will re-sort in ascending order based on the information in the column you select. Click on a column header again to change the sort order from ascending to descending order.

Civilization III Editor

Civilization III: Play the World includes a full-featured editor that allows you to create new maps and edit existing maps. The editor also allows you to control and edit every aspect of the game necessary to design and create customized scenarios.

The editor is automatically installed when you install the game, and is located in the “Civ3PTW” folder. To run the editor, navigate to the Civ3PTW folder and double-click **Civ3XEEdit**.

The editor in *Civilization III: Play the World* is similar to the editor included with the original game, but it includes many new features. For a list of these features and complete instruction on how to use the editor, see the Editor Help file. To run the Editor Help file, navigate to the Civ3PTW folder and double-click the **CIV3XEDIT** help file. You can also access all of the help topics from the Help menu while running the editor.

New Interface Elements and Game Features

Civilization III: Play the World includes a number of new interface elements and features that simplify and enhance gameplay.

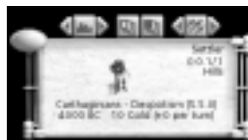


Accessing the City Governor

A new control has been added to the City screen that allows you to access the City Governor screen. You can still access the City Governor screen using the keyboard shortcut in *Civilization III* (G).

Cycle Cities, Stack Movement and Cycle Units

Above the Info Box on the main screen are four new controls that allow you to easily access your cities and units, and to move units together as a group.



Cycle Cities: Click on the left and right arrows to cycle through your cities. As you cycle through cities, the map automatically centers on the selected city. Click on the icon between the arrows to toggle between cycling through all cities and cycling through only the cities that are currently experiencing Civil Disorder.



Move Units in Stack: Click on this button to give a GoTo order to all of the units that occupy the same square as the currently selected unit. Units on transports must be unloaded before you can give them a stack GoTo order.

Note: Stacked units move at the movement rate of the slowest unit in the stack.



Move Units of Same Type in Stack: Click on this button to give a GoTo order to all units of the same type as the currently selected unit in that unit's square. For example, if the selected unit is an Archer, all Archers in the same square follow the GoTo order but non-Archer units do not.

Note: Stacked air units given a GoTo order automatically rebase to the destination location if possible.



Cycle Units: Click on the left and right arrows to cycle through your active units. As you cycle through your units, the map automatically centers on the selected unit. Units that are automated, fortified, or otherwise not awaiting orders are skipped.

Click on the icon between the arrows to switch between cycling through all active units and only units of the currently selected type. (For example, if you have a Spearman selected and you set this control to Toggle Units By Type, clicking on the arrows cycles only through Spearman units.)

Renaming Units



You can now change the names of individual units. To change a unit's name, select the unit and press **Shift-N** or click on the Rename Unit action button (provided that Advanced Unit Action buttons are enabled — see page 15). Type the new name for the unit in the dialog box, and then press **Enter**.

Note: Doing this changes only the name of the selected unit — not the names of every unit of that type.

Setting Rally Points

Once you set a rally point for a city, all units produced in that city automatically move to that rally point after they are built. Each city can have only one rally point. **Note:** Changing your city production to anything other than a unit will clear the rally point.

- **To set a city's rally point:** Right-click on the city and select Set Rally Point from the menu. Move the cursor to the square you want to set as the rally point and left-click.
- **To clear a city's rally point:** Right-click on the city and select Clear Rally Point from the menu.

Automated Bombard, Bombing, and Precision Bombing

These new commands allow you to order units to bombard, bomb, or precision bomb a single target repeatedly without having to issue a new order every turn.

The keyboard shortcuts for these actions are always available (see "Keyboard Shortcuts" on page 48). You must turn on **Advanced Unit Action** buttons in the Preferences screen if you want the following buttons for these commands to be displayed on screen when you select a unit.



Auto Bombard



Auto Precision Bombing



Auto Bombing

Note: Automated bombardment, bombing, and precision bombing continue until you stop the attack.

Mouse Controls for Advanced Unit Actions

In *Civilization III*, there were a number of advanced unit actions that you could only initiate using keyboard commands. You can now initiate these actions using Advanced Unit Action Buttons, which you can turn ON or OFF in the Preferences screen.



Automate Worker (Clear Forests Only)



Automate Worker (Clear Jungles Only)



Automate Worker (Colony-To)



Automate Worker (Irrigate Nearest City)



Automate Worker (Pollution Only)



Automate Worker (Railroad-To)



Automate Worker (Road-To)



Automate Worker (This City Only)



Automate Worker (This City Only Without Altering Existing Terrain Improvements)



Automate Worker (Trade Network)



Automate Worker (Without Altering Existing Terrain Improvements)



Go To City



Sentry Unit (Enemy Unit Activates)

The Espionage Screen

The Espionage screen lets you manage and direct all of your diplomatic activities and clandestine operations from one convenient location. After the discovery of Writing, you can open the Espionage screen by clicking on the **E** button on the side of the Info Box.

The Espionage screen is divided into five regions:

Opponents

The left portion of the Espionage screen shows all of your opponents. The names and leader portraits of the civilizations you have contact with are shown. Civilizations you have not yet encountered are labeled "Unmet."

Click on a civilization's name or leader portrait to initiate an action against that civilization in the Espionage screen.

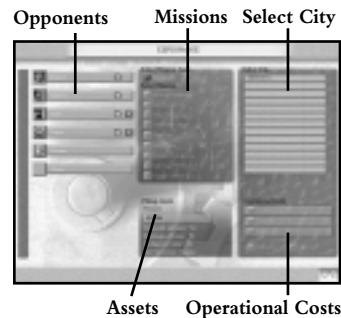
Beside each civilization's name, one or more icons might be displayed:



Indicates that you have established an embassy in that civilization's capital.



Indicates that you have a spy planted within that civilization.



Mission

These controls allow you to select the diplomatic or espionage mission you want to undertake. First, select an opponent and then select the proposed mission. You will not be able to select missions that you cannot afford or cannot perform at your current level of technology.

The details and implications of each mission type are discussed in the *Civilization III* manual and in the in-game Civlopedia.

Assets

This provides a summary of your current monetary and technological assets, including the amount of gold in your treasury, your technological achievements that apply to espionage, and your level of spy experience.

Select City

These are the cities that belong to the currently selected civilization. Click on a city to select it.

Operational Costs

Click on one of these choices to set the level of risk you are willing to undertake with regard to the current mission. (Levels of diplomatic and espionage risk are discussed in the *Civilization III* manual.) Choose a risk level and then select Execute or Cancel.

Launching a Diplomatic or Spy Mission

Some diplomatic missions are available after you discover Writing, and others become available as your level of technology increases. Spy missions become available after you research Espionage. To launch a diplomatic or spy mission:

- Select the target civilization in the Opponents area.
- Select a mission type (Diplomatic or Spy).
- Select a mission.
- Select the target city for the mission (if appropriate).
- Select an option in the Operational Costs area.
- Click Execute to launch the mission.

If you decide not to execute the mission, click Cancel or exit the Espionage screen.

New Tribes

Arabs

Originating in central Arabia, the Arabs are the most dominant Middle Eastern culture. At certain times during their history, the Arab empire spread from India in the east to as far as Spain in the west.



- **Leader:** Abu Bakr
- **Culture Group:** Mid East
- **Aggression Level:** 4 (High)
- **Build Preferences:** Growth and Culture
- **Preferred Government:** Republic
- **Shunned Government:** Despotism
- **Civilization Characteristics:** Expansionist, Religious
- **Unique Unit:** Ansar Warrior

Carthaginians

With a center of power in the north African city of Carthage, the Carthaginians controlled a small but powerful empire in the Mediterranean starting in the 6th century BC.



- **Leader:** Hannibal
- **Culture Group:** Mediterranean
- **Aggression Level:** 2 (Low)
- **Build Preferences:** Naval Units and Trade
- **Preferred Government:** Republic
- **Shunned Government:** Communism
- **Civilization Characteristics:** Commercial, Industrious
- **Unique Unit:** Numidian Mercenary

Celts

The Celts, who originated in central Europe, formed a culture whose influence spread to the British Isles, Western Europe, and south to the Mediterranean prior to the rise of the Roman Empire.



- **Leader:** Brennus
- **Culture Group:** European
- **Aggression Level:** 4 (High)
- **Build Preferences:** Offensive Land Units, Trade, and Culture
- **Preferred Government:** Despotism
- **Shunned Government:** Republic
- **Civilization Characteristics:** Militaristic, Religious
- **Unique Unit:** Gallic Swordsman

Koreans

The people of the ancient Koryo dynasty (from which the western word "Korea" was derived) established themselves as a unique Asian culture through its advanced efforts in agriculture and trade, as well as its practical approach to philosophy.



- **Leader:** Wang Kon
- **Culture Group:** Asian
- **Aggression Level:** 2 (Low)
- **Build Preferences:** Trade and Wealth
- **Preferred Government:** Monarchy
- **Shunned Government:** Republic
- **Civilization Characteristics:** Commercial, Scientific
- **Unique Unit:** Hwach'a

Mongols

The ancient Mongol Empire covered an area from the Black Sea in the west to the South China Sea in the east. It included the present-day countries of Iraq and Iran, as well as parts of Russia and China.



- **Leader:** Temujin
- **Culture Group:** Asian
- **Aggression Level:** 5 (Very High)
- **Build Preferences:** Offensive Land Units and Production
- **Preferred Government:** Despotism
- **Shunned Government:** Democracy
- **Civilization Characteristics:** Expansionist, Militaristic
- **Unique Unit:** Keshik

Ottomans

At the height of their power, the Ottomans controlled lands in southwest Asia, north-east Africa, and southern Europe. Founded in the 13th century AD, the Ottoman Empire's conquests included the Mamluks of Africa and the Christian kingdoms of Europe.



- **Leader:** Osman
- **Culture Group:** Mid Eastern
- **Aggression Level:** 3 (Moderate)
- **Build Preferences:** Artillery Units and Happiness
- **Preferred Government:** Republic
- **Shunned Government:** Despotism
- **Civilization Characteristics:** Industrious, Scientific
- **Unique Unit:** Sipahi

Scandinavians

The Scandinavians were actually made up of numerous Scandinavian tribes originating primarily from Denmark, Norway, and Sweden. This seafaring group is known primarily for its affinity for expansion and plunder.



- **Leader:** Ragnar Lodbrok
- **Culture Group:** European
- **Aggression Level:** 4 (High)
- **Build Preferences:** Naval Units and Offensive Land Units
- **Preferred Government:** Monarchy
- **Shunned Government:** Republic
- **Civilization Characteristics:** Military, Expansionist
- **Unique Unit:** Berserk

Spanish

Although the ancient kingdoms that eventually formed Spain were largely Mediterranean powers, Spain went on to become a significant power in Europe in the Middle Ages.



- **Leader:** Isabella
- **Culture Group:** European
- **Aggression Level:** 3 (Moderate)
- **Build Preferences:** Naval Units, Trade, Explore
- **Preferred Government:** Monarchy
- **Shunned Government:** Despotism
- **Civilization Characteristics:** Commercial, Religious
- **Unique Unit:** Conquistador

Improvements, Wonders, and Worker Actions

Civilization III: Play the World adds a number of new city improvements, wonders of the world, and Worker actions. The following sections provide an overview of these new features and their function in the game.

City Improvements



Civil Defense

Civil defense helps protect units within the city by providing a defensive bonus against attack and bombardment.



Commercial Dock

Commercial Docks increase trade in every water square within the city's radius. They can be built only in cities bordering water squares.



Stock Exchange

The Stock Exchange boosts the tax output of the city in which it is built. This new improvement is a prerequisite for the Wall Street small wonder.

Note: The prerequisite for the Wall Street small wonder is now five Stock Exchanges instead of five Banks.

Wonders of the World



The Internet

The Internet is a great boon to scientific discovery, providing the equivalent of a Research Lab in every friendly city on the continent where it is built. The Internet triggers a Golden Age for the civilization that builds it — if they haven't had one already.

Worker Actions

In addition to the new improvements and wonders that you can build in your cities, *Civilization III: Play the World* adds several new Worker actions. These new actions allow your Workers to build structures outside your cities (in the same way that they could build Fortresses and Colonies in *Civilization III*).

The unit action buttons and keyboard shortcuts for these actions are always available (provided that you have researched the requisite technology). The unit action icons are:



Build Airfield



Build Outpost



Build Radar Tower



Airfield

After you discover Flight, your Workers can construct Airfields. You can build Airfields anywhere inside your territory or in neutral territory. An Airfield can be the target of a Re-Base action for air units, and can be used as a base of operations for any air unit actions. If the Airfield falls into the territory of another civilization, that civilization takes control of the Airfield — unless the civilization in question has not discovered Flight, in which case the Airfield is destroyed. When a Worker builds an Airfield, the Worker is lost.



Outpost

Outposts help eliminate fog of war by revealing sections of the map surrounding them. After you discover Masonry, you can order Workers to build an Outpost anywhere inside your territory or in neutral territory. Outposts have a sight range of two on flat land, three on hills, and four on mountains. If an Outpost falls into the territory of another civilization, the Outpost is destroyed. When a Worker builds an Outpost, the Worker is lost.



Radar Tower

Radar Towers become available after you discover Radio, and can be built in any land tile within your territory. Any of your units within two squares of a friendly Radar Tower receive an offensive and defensive combat bonus. If your Radar Tower falls into the territory of another civilization, the Radar Tower is destroyed. When a Worker builds a Radar Tower, the Worker is lost.

New Units

Civilization III: Play the World adds two new units that are available to all civilizations in the game — Guerillas and Medieval Infantry.

Units Available to All Cultures



Guerilla

Guerilla units are equally effective at both offense and defense. This Industrial Age unit becomes available after the discovery of Replaceable Parts.



Medieval Infantry

Medieval Infantry were the standard foot soldiers of the Middle Ages. These powerful attack units become available after the discovery of Feudalism.

Note: The Swordsman now upgrades to Medieval Infantry.

Culture-Specific Units

There is also one new culture-specific unit for each of the eight new tribes.



Ansar Warrior

Ansar Warrior takes the place of Knights for the Arabs. They sacrifice some of the Knight's defensive capabilities in favor of increased movement and decreased cost.



Berserk

Instead of Longbowmen, the Scandinavians deploy Berserk units. Although more expensive than Longbowmen, Berserk units are more powerful both offensively and defensively, and have Amphibious Attack ability.



Conquistador

Conquistadors replace Explorers for the Spanish. While not the equal to Middle Ages cavalry in direct combat, these military scouts are extremely mobile. Conquistadors treat all terrain as roads.



Gallic Swordsman

The Gallic Swordsman replaces the Swordsman for the Celts. The additional movement speed of this unit gives the Celts an offensive edge in Ancient Times.



Hwach'a

This powerful bombardment unit is the Korean's replacement for the Cannon. This unit gives the Koreans an offensive edge, as it is more powerful than a Cannon and requires fewer strategic resources to build.



Keshik

Keshiks take the place of Knights for the Mongols. This mounted unit lacks the Knight's defensive strength, but requires fewer strategic resources and costs less. The Keshik ignore all movement penalties when crossing mountain terrain.



Numidian Mercenary

Numidian Mercenaries are the Carthaginians' tribe-specific unit. This unit, which is used in place of Spearmen, is versatile on offense and defense, though slightly more expensive than Spearmen.



Sipahi

The Ottoman's Sipahi takes the place of Cavalry in their strategic forces. This unit's powerful attack strength gives the Ottomans mounted superiority in the Middle Ages.

New Victory Conditions

Civilization III: Play the World includes a number of new victory conditions designed to provide specific goals and allow for shorter games.

You can enable the new victory conditions during game setup on the Player Setup screen (in a single-player game) or the Multiplayer Setup screen. As with all victory conditions, you can also use the game editor to set victory conditions when building or editing a scenario.

Elimination

When this victory condition is enabled, victory can be swift indeed. Under this rule, when you lose a city — any city — your entire civilization is eliminated from the game. The last civilization remaining wins the game.

Regicide

When Regicide is selected as a victory condition, every civilization starts the game with a “king” unit. Each civilization's king is its great leader — for example, the American's king is Abraham Lincoln. Kings can move and have minimal offensive and defensive strength.

When your king is killed, your civilization is eliminated from the game. The last civilization standing wins.



Mass Regicide

This victory option is similar to Regicide, but every civilization starts the game with multiple king units. Your civilization is eliminated when all of your king units are killed. The last remaining civilization is the winner.

Victory Points

In addition to the pre-set victory conditions, you can determine the winner of a game using victory points. You can view your score (and those of all other civilizations in the game) on the Histogram screen.

Victory points are scored based on two options that you can set along with the other game rules on the Player Setup screen and the Multiplayer Setup screen:

Victory Point Locations

When this option is selected, the starting squares for each civilization are tagged with victory location icons. You score victory points by capturing and holding victory locations. To control a victory, one of your military units must occupy the square at the end of all players' turns on a given turn (or at the end of the faction upkeep phase in a Turnless game). You get 250 victory points for every turn you control a victory location.

Note: You can set additional victory locations on a map using the editor.

Capture the Princess

This option is a sort of capture-the-flag game — only, in this case, the “flag” is a princess. At the start of the game, each civilization has one princess unit. Unlike the king units in the Regicide and the Mass Regicide games, princess units cannot move, attack, or defend themselves — they are stuck on the square where you start the game.



When this option is enabled, you score victory points by capturing your opponents' princesses and returning them to your capital city. Princesses are captured by moving into the square they occupy and using the Capture unit action. If other units are defending the princess you must defeat those units in order to capture the princess. If the princess is inside a city, you must capture or destroy the city in order to capture the princess.

After a princess is captured, she moves along with the capturing unit. You must take the captured princess to your capital city. If you are successful, you score 10,000 victory points. The princess then disappears from your capital and is returned to her original owner's capital city. If there is no place for the princess to return to—for example, the princess' civilization has been eliminated—the princess remains in your capital city and you score an additional 10,000 victory points.



MULTIPLAYER

You've already proven your leadership prowess against worthy computer opponents, but how will you fare against the most unpredictable and diabolical of all adversaries — other, human *Civilization III* players? *Civilization III: Play the World* gives you the opportunity to match wits and warfare with players both locally and around the world.

Getting Connected

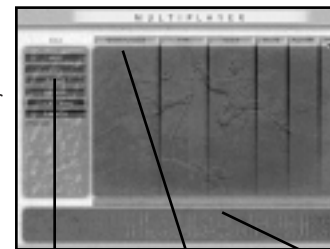
Most multiplayer games require a connection to another computer — via an Internet service provider (ISP) or a local area network (LAN). Internet games are played via GameSpy, a free Internet game portal.

E-mail games do not require a direct connection — you and your opponents must have valid e-mail accounts to play an e-mail game.

Hot Seat games are played on a single computer and, thus, do not require an outside connection of any kind.

Starting a Multiplayer Game (Multiplayer Lobby)

Click **Multiplayer** on the Main menu to open the Multiplayer Lobby screen. The Multiplayer Lobby includes a number of basic multiplayer setup controls and displays and is divided into three sections:



Controls

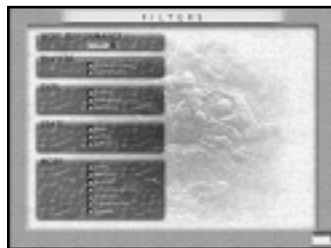
- **Name:** Your player name appears in the upper left corner. To change your name, click on the displayed name and enter a new one at the prompt.
- **Host:** Click on this button to host a game. As the game's host, you set all of the game options.
- **Join:** To join a game, first click on the name of the game you want to join on the Session List, then click on the Join button.

- **Refresh/Cancel Refresh:** Click on this button to refresh the list of games displayed on the Session List. During the refresh process, the button text changes to **Cancel Refresh**. Click **Cancel Refresh** to abort the refresh process.
- **Location:** Click on this button to toggle the games displayed on the Session List between Local (those on the LAN to which you are connected) and Internet games.
- **Filter Out:** Click on this to set the parameters for the games that you do not want displayed on the Session List. Doing so opens the Filters screen (see below).

Filters Screen

The Filters screen allows you to filter out games that fall below a certain performance level (Ping). Select the maximum Ping level from the drop-down menu.

All other filter options are check boxes. Check the player and game characteristics you want to block by clicking on the box beside the desired option. Games that match one or more of the characteristics checked on the Filters screen will not be displayed on the Session List on the Multiplayer Lobby screen.



Session List

The Session List displays all of the games being hosted at the selected location (LAN or Internet), as well as the following information:

- **Session Name:** The name of the game.
- **Type:** The type of game — Turnless, Simultaneous Moves, or Turn-Based. (See “Game Types” on page 37.)
- **Mode:** The victory conditions of the game. (See “Game Modes” on page 32.)

- **State:** Whether the game is Open, Locked, or In-Progress. You can only join Open games.
- **Players:** The number of players currently in the game and the maximum number of players allowed. For example, 1/8 shows that one player is in the game and a maximum of eight are allowed in the game.
- **Ping:** The connection speed between your computer and the computer on which the game is being hosted. The lower the Ping number, the faster the connection. The higher the Ping, the more lag you will experience during the game.

By default, games are listed in order from the lowest to the highest Ping. An arrow appears over the column to indicate this. Click any column header to sort the list using another criteria. For example, to sort games alphabetically by Session Name, click **Session Name**. Reverse the order of the list by clicking on the column header a second time.

Chat

The chat area below the Session List allows you to communicate with other players who are logged into your LAN or Internet game. (See “Chatting” on page 47.)

Hosting a Multiplayer Game

To host a game, click Host on the Multiplayer Lobby screen. This opens the Multiplayer Setup screen, which allows you to set the options for your new game.

Note: In the Multiplayer Lobby you can set a password to protect who enters your game.

Note: When playing an Internet game, you must first announce your game from the Multiplayer Staging Window. (See “Staging Window (Internet Games)” on page 34 for details.)

The Multiplayer Setup screen is divided into four regions:

Game Settings

To change a setting, select the option from the appropriate drop-down menu.

- **Game Type:** Select from the three available game types: Turnless, Simultaneous Moves and Turn-Based. (See “Multiplayer Game Types” on page 37 for details.)
- **Game Mode:** Play a Standard (randomly generated) game, load an existing scenario, or load a saved game.
- **Game Speed:** Select a Slow, Medium, or Fast game. (See “Multiplayer Game Types” on page 37 for details.) In Turn-Based and Simultaneous Movement games, select None if you want players to have unlimited time to complete each turn.

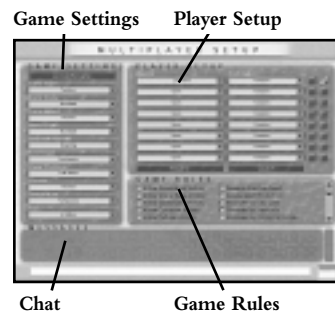
The remaining settings are the same as those found on the Choose Your World screen in the single-player game. To change an option, click on the desired setting on the appropriate drop-down menu.

- World Size
- Barbarian Activity
- Land Mass
- Water Coverage
- Climate
- Temperature
- Age
- Difficulty

Player Setup

The Player Setup displays the names of the players in the game and the civilizations they have selected. As host, your name and civilization always appear at the top. To change your civilization, select the tribe you want from the drop-down menu to the right of your name. Random selects a civilization for you.

You can also select civilizations for Computer players in the game using the drop-down menus next to their names. (You cannot select civilizations for human opponents.)



Note: You cannot select a civilization that is already selected by another player. If there are many players in your game, it can pay to choose a civilization quickly.

A maximum of eight players (including you) can play in a multi-player game. You can limit the number of players by selecting **Closed** from the drop-down menu in each of the positions you want to block. You can also block out human players by assigning a **Computer** player to any position.

To the right of each civilization are two buttons:



Boot Player: The left-hand button next to each player allows you to remove unwanted players from your game.

To remove a player, click on the Boot Player button next to his or her civilization name. This removes the player from the player list. (The Boot Player button next to your name is never active — you cannot kick yourself out of the game.)



Ready: The right-hand button next to each player indicates whether or not the player is ready to begin the game. When the player is ready, a white check appears in this box. When you click your Ready button, all game options on the Multiplayer Setup screen are locked. To change an option, click your Ready button again. All human players' Ready boxes must be checked in order for you to launch the game.

There are two other controls in the Player Setup area:

- **Rename:** Click on this button to change the name of your civilization's leader (by default this name is the same as your host name as entered on the Multiplayer Lobby screen), your civilization's name, and the title by which you are identified. These options are the same as the Customize Your Tribe options that are accessible from the Player Setup screen in a single-player game.
- **Launch:** Click on this button to start the game. All players' Ready boxes must be checked in order to launch the game. When you click **Launch**, a ten-second countdown begins. When the countdown is complete, the game starts. To stop the countdown before the game begins, click your **Ready** button again.

Game Rules

The Game Rules section of the Multiplayer Setup screen is identical to the Rules section of the Player Setup screen in the single-player game. To enable a game rule, click it. To disable a rule that is already selected, click it again. Use the scroll bar on the right to scroll up and down through the rule list.

Chat

The Chat area works just as it does on the Multiplayer Lobby screen. In addition to chat messages from other players, the Messages window shows you game status messages (such as notification when other players join the game). (See “Chatting” on page 47.)

Staging Window (Internet Games)

When you are playing an Internet game, the Staging Window appears before you set your options on the Multiplayer Setup screen. This window allows you to synchronize with the other players in the game. After all players have signaled ready, the host launches the game and everyone proceeds to the Multiplayer Setup screen.



The Staging Window is divided into three sections:

Game Settings

The Game Settings area allow the host to configure the game and announce the type of game to other players who might wish to join. Only the game host can access these controls.

- **Game Type:** Select from the three available game types: Turn-less, Simultaneous Moves and Turn-Based. (See “Multiplayer Game Types” on page 37 for details.)
- **Game Mode:** Choose a game mode and victory conditions.
- **Lock Game:** Enable this option to bar any additional players from joining the game.

The Game Mode and Game Type selected by the host are displayed to all prospective joining players. After all players have joined the game on the Staging Window, the host can still change the Game Mode, Game Type, and victory conditions on the Multiplayer Setup screen. (See “Hosting a Multiplayer Game” on page 31.)

Player Setup

The Player Setup section lists all of the players currently in the game. The host's name is listed in the top position, and joining players are listed below the host in the order that they join.

There are two controls in this area:



Ready: Click on this button when you are ready to begin the game.

Launch: This button is only available to the host. When all players have signified that they are ready, click on this button to go to the Multiplayer Setup screen. You cannot launch the game until all players (including you) have clicked their Ready buttons.

Chat

The Chat area works just as it does on the Multiplayer Lobby screen. In addition to chat messages from other players, the Messages window shows you game status messages (such as notification when other players join the game). (See “Chatting” on page 47.)

Joining a Multiplayer Game

To join a LAN or Internet game, find the game you want to join on the Session List on the Multiplayer Lobby screen and click on the game to highlight it. (If you don't see the game you're looking for, click Refresh to update the Session List.) When the game is highlighted, click Join to join the game. This opens the Multiplayer Setup screen. (You cannot join a game that is Locked or In-Progress.)

Note: If you are joining an Internet game, you are taken to the Staging Window prior to proceeding to the Multiplayer Setup screen. (See “Staging Window (Internet Games)” on previous page) On the Staging Screen, simply click Ready to signal the host that you are ready to proceed.

Since you are joining someone else's game, you can't change the game options and rules. The only options you can change are in the Player Setup area.

- **Civilization:** Find your name in the Player Setup area and select the civilization you want to play from the drop-down menu to the right of your name. If you like surprises, choose Random and the game will pick a civilization for you.

Note: You cannot select a civilization that has already been selected by another player. If you wish to choose a particular civilization, pick fast.

- **Rename:** Click **Rename** to change your name, your civilization's name, and the title by which you will be addressed in the game.
- **Ready:** Click on the **Ready** button beside your civilization name to indicate to the host that you are ready to start the game. When you click **Ready**, all options are locked. If you change your mind, click **Ready** again any time before the host launches the game.

The Chat area works just as it does on the Multiplayer Lobby screen. In addition to chat messages from other players, the Messages window shows you game status messages (such as notification when other players join the game). (See "Chatting" on page 47.)

Quitting a Multiplayer Game

You can quit a multiplayer game at any time just as you would a single-player game. When you decide to quit, be sure you really want to leave the game. When you quit, your civilization is eliminated from the game and all of your cities are destroyed.

Multiplayer Game Types

Civilization III: Play the World offers five different game modes for multiplayer games. You can still play the traditional Turn-Based game (which mimics the gameplay in the single-player game), but there are also four new game modes specifically designed for multiplayer play.

Turn-Based

Turn-Based multiplayer games are played just like single-player games. Depending on the Game Speed option selected by the host, you might have a set amount of time to complete your movement and other tasks each turn.

The turn timer in the upper right corner of the screen counts down the time remaining in the current turn as well as the elapsed game time. When the turn timer runs out, your turn ends and the next player's turn starts. You can end your turn early by clicking on the **End Turn** button on the Info Box. You are prompted to move when it is your turn again.

Even when it isn't your turn, you can still perform many game functions, such as setting city production orders, consulting your advisors, and so on. There are, however, several actions that you can only perform when it is your turn:

- Move units.
- Assign or cancel unit actions.
- Hurry production.

Simultaneous Movement

The Simultaneous Movement game is very similar to the Turn-Based game. The game proceeds one turn at a time, however, instead of each player taking separate turns each round, all players take their turns at once.

Each turn lasts until the turn timer has finished counting down. All production, research, and so on take place prior to the start of each new turn.

Turnless

The Turnless game is a completely new way of playing *Civilization III*. Unlike a Simultaneous Movement game, all production and upkeep tasks — collection of resources (food, shields and commerce), allocation of research and taxes, production, and so on — take place at the end of preset time periods known as “faction upkeep” phases rather than at the start of discreet turns.

The length of each faction upkeep phase is based on the Game Speed selected by the host during the game setup. (See “The Effects of Game Speed” on page 41 for details.) Regardless of Game Speed, the faction upkeep phase grows progressively longer as the game progresses, to give you the time you need to take care of all of your unit movement and management tasks.

When a faction upkeep phase ends, think of it as the start of a new turn in a Turn-Based game. At the start of each new faction upkeep phase, shields are added to your production projects, science is allocated to your current research project, upkeep is paid on all of your city improvements, and all of your units are reset to their full movement strength. The biggest difference between Turnless play and Simultaneous Movement is that there is no notification of the end of the faction upkeep phase as there is at the end of a turn — the game continues uninterrupted.

Hot Seat

A Hot Seat game plays exactly like a Turn-Based game except that all players play on the same computer. After you complete your turn, the next player takes your place at the keyboard and takes his or her turn, and so on. There is no game timer in Hot Seat games.

To set up a Hot Seat game:

- Select Hot Seat as the game type.
- Select your civilization. (As the host, your name appears on the top line of the Player Setup area.)

- For each human opponent, select **Add Human Player** in the Players column. A dialog appears that allows each player to enter his or her name and other information. After entering a name, players choose a civilization from the drop-down menu next to his or her name.
- You can fill any vacant positions with AI players by selecting **Computer** in the Players column.
- Click on the **Ready** button beside your name, and then click **Launch** to start the game.
- At the start of the game, you are prompted to enter an Administrator Password for the game. This password allows the administrator to drop players from the game, regardless of whether they password protected their turns.

On the first turn, each player is prompted to enter a password for his or her civilization. This password prevents other players from playing that player's turns. Players with password-protected civilizations must enter their password before every turn. If you don't want to password protect your civilization, leave the field blank.

You must load a saved Hot Seat game from the Multiplayer Setup screen. If you load the game from the Main Menu, the game plays as if it were a single player game.

Note: Diplomacy — communication with other civilizations — is handled differently in Hot Seat games. See “Multiplayer Diplomacy” on page 44 for details.

Play by E-Mail

The Play by E-Mail option allows you to play a game against distant opponents without directly connecting with them.

To set up a Play by E-Mail game:

- Make a note of the e-mail addresses of your opponents. (You must keep track of the addresses yourself — *Civilization III: Play the World* does not save e-mail addresses.)
- Select your civilization. (As the host, your name appears on the top line of the Player Setup area.)
- For each human opponent, select **Add Human Player** in the Players column. A dialog appears that allows you to enter each player's name and other information. After entering player names, choose a civilization from the drop-down menu next to each opponent's name.
- You can fill any vacant positions with AI players by selecting **Computer** in the Players column.
- Click on the **Ready** button beside your name, and then click **Launch** to start the game.
- At the start of the game, you are prompted to enter an Administrator Password for the game. This password allows the administrator to drop players from the game, regardless of whether they password protected their turns.

On the first turn, each player is prompted to enter a password for his or her civilization. This password prevents other players from playing that player's turns. Players with password-protected civilizations must enter their password before every turn. If you don't want to password protect your civilization, leave the field blank.

From this point on, gameplay is similar to a Turn-Based game. After you complete each turn, you are prompted to save the game and exit. Note the name of your saved game file and the folder in which you saved it. After exiting *Civilization III: Play the World*, open your e-mail application, and e-mail the saved game as an attachment to the next player.

When you receive a saved game, copy it into your Saves folder. Open *Civilization III: Play the World* and click **Load Game** on the Main menu. Locate the saved game you just received and load it. After you complete your turn, you are prompted to save the game and exit. This cycle continues — each player taking his or her turn and sending the resulting saved game to the next player on the list — until the game is over.

Note: Diplomacy—communication with other civilizations—is handled differently in Play by E-Mail games. (See “Multiplayer Diplomacy” on page 44 for details.)

The Effects of Game Speed

The Game Speed, set by the host on the Multiplayer Setup screen, affects every game type differently. **Note:** Game Speed has no effect in Hot Seat and Play By E-Mail games.

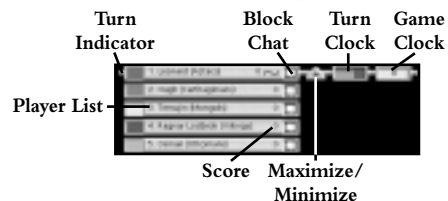
- **Turn-Based:** Game Speed determines the amount of time each player has to complete his or her turn. When time elapses, the next player's turn begins.
- **Simultaneous Movement:** Game Speed determines the amount of time all players have to complete each turn. When time elapses, the next turn begins for all players.
- **Turnless:** Game Speed determines the “faction upkeep” duration — the amount of time that passes before food, shield, and commerce production takes place and movement resets for all units.

In all game types affected, the faster the Game Speed, the shorter the time between turns or production phases. Game Speed doesn't correspond to any specific amount of time. As your civilization grows, the game automatically increases the amount of time available to you.

The Multiplayer Interface

Although most of the multiplayer interface is identical to that of the single-player game, there are some notable differences.

Multiplayer Information Display



The Multiplayer Information Display appears in the upper-right corner of the screen during multiplayer games. This interface provides information about the players in the game and tracks turns and elapsed game time.

Player List

The Player List shows the civilization color, leader name, civilization name and current score for every player (human and AI) in the game. By default, the Player List shows only your information. To expand the list to show information for all players, click on the **Maximize/Minimize** button.

A Turn Indicator icon appears next to your civilization when it is your turn in a Turn-Based or Hot Seat game. In Turnless and Play by E-Mail games, the turn icon is always next to your civilization. In Simultaneous Movement games, the icon appears next to all civilizations and disappears when each player ends his or her turn.

Click on the **Block Chat** button to block selected civilizations from seeing your chat messages. When the button shows a speech balloon, the selected civilization can see your chat messages. When the button is blank, chat is blocked to that civilization. This button has no effect in Hot Seat and Play by E-Mail games.

Note: The Block Chat button also blocks voice chat.

Turn Clock

The Turn Clock graphically counts down the time remaining in the current turn. As time elapses, a bar fills the Turn Clock left to right. When the bar is completely filled, the turn ends.

In Turnless games, the Turn Clock counts down the time before the next faction upkeep phase. When the bar completely fills, the next faction upkeep phase begins.

The Turn Clock is not active in Hot Seat and Play by E-Mail games, or in Turn-Based and Simultaneous Movement games when the Game Speed is set to None.

Total Play Time

The Total Play Time indicator shows the total amount of elapsed time since the game began (in hours, minutes, and seconds). The Total Play Time indicator is not active in Hot Seat or Play by E-Mail games.

Multiplayer Diplomacy

Turn-Based, Simultaneous Movement, and Turnless

Diplomacy in multiplayer games works similarly to single-player diplomacy, but there are a number of significant differences.

Initiating Diplomacy

In multiplayer games, you can initiate a diplomatic exchange with civilizations with which you have contact at any time. When someone attempts to start a diplomatic exchange with you, you are notified with a pop-up window.

You have a number of possible responses available:

- **Accept the envoy:** Select this response to begin a diplomatic exchange with your opponent.
- **Refuse to hear the envoy:** Select this response to notify your opponent that you are not interested in negotiating at this time.
- **Contact Me Later:** This closes the window and informs the contacting player to try again later.

Conducting Negotiations

The multiplayer Diplomacy screen is very similar to the single-player version with several important differences:

- **No “They Offer” section:** The portion of the Diplomacy screen that displays the items available for your opponent to offer is not shown in multiplayer negotiations. When you initiate a diplomatic exchange, you must propose a deal and it is up to your opponent to offer items in exchange. When your opponent proposes a deal, you can see only what he or she currently offers you.

- **Emote Controls:** The multiplayer Diplomacy screen includes Happy, Neutral, and Angry buttons. These controls allow you to select the mood that your leader displays to your opponent during the diplomatic exchange.
- **Chat:** The chat section of the multiplayer Diplomacy screen allows you to exchange messages with your opponent during negotiations. Messages are displayed in the Message area. To send a chat message, type the message in the text entry field and press Enter. Chat exchanges that take place on the Diplomacy screen are between you and the player you are negotiating with. Other players do not see them.

You place items on the negotiation table just as you do in a single-player negotiation. The status area of the Diplomacy screen shows whether or not you have accepted your opponent's offer and vice-versa. As you add items to the negotiation table, the offer is automatically updated on your opponent's screen.

Once the offer is on the table, you have the following options:

- **Accept:** Notifies your opponent that you have accepted the offer currently on the table. When both you and your opponent accept the offer, the negotiation ends automatically.
- **Cancel:** Ends the negotiation immediately without accepting the offer.
- **Do Not Accept:** After you have accepted the offer you can still change your mind by clicking Do Not Accept. You can only do this if your opponent has not yet accepted the offer.

Note: When negotiating with AI civilizations in any multiplayer game, negotiations are conducted just as they are in a single-player game.

Hot Seat and Play by E-Mail

Diplomacy in Hot Seat and Play by E-Mail games is nearly identical to diplomacy in other multiplayer game types but, because of the unique nature of the turn sequence in these game types, negotiations can stretch out over several turns instead of being concluded in a single turn.

In both game modes, you make contact with your opponents just as you would in a single-player game. When you initiate contact, the multiplayer Diplomacy screen appears. To negotiate a deal, do the following:

- Select the items you want to put up for negotiation and close the Diplomacy screen.
- The player with whom you initiated contact is presented with the multiplayer Diplomacy screen at the start of his or her next turn. Your opponent now has the opportunity to place his or her own items on the table for negotiation. Once this is done, he or she closes the Diplomacy screen.
- On your next turn, the Diplomacy screen appears to show you what your opponent has offered you.
- To accept the offer, click **Accept**. To renegotiate, decline the offer and change the items you wish to place on the table.
- This process continues back and forth until you and your opponent agree to a deal. If you cannot agree to a deal, either one of you can end the negotiations at any time by clicking **Cancel**.

Note: When negotiating with AI civilizations in any multiplayer game, negotiations are conducted just as they are in a single-player game.

Chatting

In LAN and Internet games, you don't have to open formal diplomatic negotiations to talk to your opponents. You can converse with them at any time by using the Chat feature. To open the Chat window, press the ~ key.

You can use the Block Chat buttons to prevent selected civilizations from seeing your messages. (See "Multiplayer Information Display" on page 42.) **Note:** When you are negotiating with another player on the Diplomacy screen, your chat messages are automatically kept between you and the player with whom you are negotiating.

If your computer is equipped with a microphone and you have Microsoft DirectVoice enabled on your computer, you can talk directly to your opponents while you play. Voice chat works for general chatting and during diplomatic negotiations. When the Diplomacy screen is open, only the person you are negotiating with can hear your voice.

For tips on enabling and troubleshooting the voice chat, please refer to the ReadMe file. (See "The ReadMe File" on page 4.)



Keyboard Shortcuts

Unit Movement

Action	Keyboard Shortcut
Move all units as a stack	J
Move units of selected type as a stack	Ctrl-J

Unit Orders

Order	Keyboard Shortcut
Automated Precision Bombing	Shift-P
Automated Bombard	Shift-B
Build Airfield	Ctrl-Shift-A
Build Outpost	Ctrl-O
Build Radar Tower	Ctrl-T
Rename Unit	Shift-N

Miscellaneous Commands

Action	Keyboard Shortcut
Cycle Cities—Next City	.
Cycle Cities—Previous City	,
Cycle Cities—Next City in Disorder	Shift-, (>)
Cycle Cities—Previous City in Disorder	Shift-, (<)
Cycle Units—Next Unit	]
Cycle Units—Previous Unit	[
Cycle Units—Next Unit of Selected Type	Shift-] (})
Cycle Units—Previous Unit of Selected Type	Shift-[({})
Espionage Screen	Shift-E
Initiate Chat (Multiplayer Only)	~

Unit Chart

Unit	Cost (Shields)	ADM	BRF	Strategic Resources Required	Who Can Build
 Ansar Warrior	60	4.2.3		Horses, Iron	Arabs
 Berserk	60	6.2.1			Scandinavians
 Conquistador	70	3.2.2		Horses	Spanish
 Gallic Swordsman	50	3.2.2		Iron	Celts
 Guerilla	90	6.6.1			Anyone
 Hwach'a	40	0.0.1	12.1.1	Saltpeter	Koreans
 Keshik	60	4.2.2		Horses	Mongols
 Medieval Infantry	40	4.2.1		Iron	Anyone
 Numidian Mercenary	30	2.2.1			Carthaginians
 Sipahi	80	7.3.3		Horses, Saltpeter	Ottomans

Credits

Firaxis Games

Jeff Morris

Producer/Lead Designer

Mike Breitreutz

Lead Programmer

Pat Dawson

Multiplayer

Programmer

Javier Sobrado

Soren Johnson

David McKibbin

Programmers

Dennis Ondeng

Additional

Programming

Mike Bates

Lead Artist

Jerome Atherholt

Steve Chao

Greg Foertsch

Dennis Moellers

Ryan Murray

Kevin Margo

Artist/Animators

Mark Cromer

Audio

Mike Fetterman

Associate Producer

Barry Caudill

Q.A. Manager

Mike Gibson

Director of

Development

Lindsay Riehl

Kelley Gilmore

Marketing

Josh Scanlan

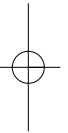
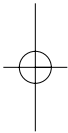
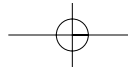
Network Administrator

David Evans

Multiplayer Turnless

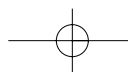
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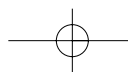
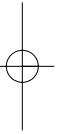
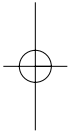
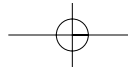
Design



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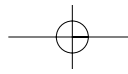




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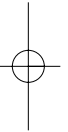
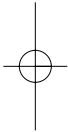
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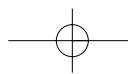
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